All Players Know v1.0.1 *by Emer*

Djinn

TOWNSFOLK

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

Tea Lady
If both your alive neighbours are good, they can't die.

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

OUTSIDER

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

Tinker
You might die at any time.

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON

Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

All Players Know — by Emer

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. King
6. Widow
7. Evil Twin
8. Fearmonger
9. Pixie
10. Huntsman
11. Damsel
12. Nightwatchman
13. Leviathan
14. Dawn

FABLED, JINXES & LORIC

Riot & Exorcist
If Riot nominates and executes the Exorcist-chosen player, good wins.

Leviathan & Exorcist
If the Leviathan nominates and executes the Exorcist-chosen player, good wins.

Riot & King
If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.

Leviathan & King
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

Widow & Poppy Grower
If the Poppy Grower has their ability, the Widow does not see the Grimoire.

Riot & Atheist
During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.

Widow & Damsel
If the Widow is (or has been) in play, the Damsel is poisoned.

FABLED

Djinn
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Fearmonger
4. Exorcist
5. Al-Hadikhia
6. Gossip
7. Choirboy
8. Huntsman
9. Damsel
10. Tinker
11. Moonchild
12. Juggler
13. King
14. Nightwatchman
15. Leviathan
16. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D
Dusk
Start the Night Phase.

2 M
Minion Info
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D
Demon Info
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4
Poppy Grower
Do not inform the Demon/Minions who each other are

5
King
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6
Widow
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

7
Evil Twin
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

8
Fearmonger
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

9
Pixie
Show the Pixie 1 in-play Townsfolk character token.

10
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

11
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

12
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

13
Leviathan
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

14 D
Dawn
Wait for a few seconds. End the Night Phase.

Other Nights

All Players Know — by Emer

1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

4 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

5 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

6 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

7 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

8 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

9 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

10 **Tinker**
The Tinker might die.

11 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

12 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

13 **King**
If there are more dead than living, show the King a character token of a living player.

14 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

15 **Leviathan**
Change the Leviathan Day reminder for the next day.

16 **Dawn**
Wait for a few seconds. End the Night Phase.